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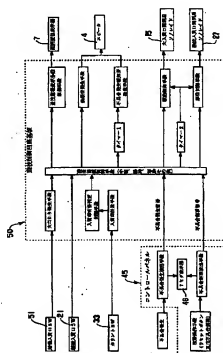
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(54) 【発明の名称】 パチンコ遊技機

(57) 【要約】

【課題】 大当たり状態もたらされるパチンコ遊技機において、大当たり状態である間に機器の故障等の不具合が発生しても、不具合が解消された後に大当たり状態に復帰できるようにし遊技者に不利益を生じさせないようにする。

【解決手段】 遊技盤5上に設けられた始動入賞口9に打球が入賞すると遊技制御回路基板50の制御により所定の確率で大当たりが発生し電動開閉入賞装置10がその大当たり期間中継続的に開かれるようにしたパチンコ遊技機において、賞球払出装置40、入賞球処理装置41、賞球誘導樋43等から常に作動状況の応答信号を受信してその応答信号により故障等の不具合を判別しその不具合の状況を数字表示するコントロールパネル45を備え、該コントロールパネルからの不具合発生検出信号により前記遊技制御回路基板の遊技状態を現況に保持して中断させるとともに、その不具合発生を報知する手段を設ける。



【特許請求の範囲】

【請求項1】 遊技盤上に設けられた始動入賞口に打球が入賞すると遊技制御回路基板の制御により所定の確率で当たりが発生し電動開閉入賞装置がその当たり期間中継続的に開かれるようにしたパチンコ遊技機において、賞球払出装置、賞球処理装置、賞球誘導槽等から常に作動状況の応答信号を受信してその応答信号により故障等の不具合を判別しその不具合の状況を数字表示するコントロールパネルを備え、該コントロールパネルからの不具合発生検出信号により前記遊技制御回路基板の遊技状態を現況に保持して中断させるとともに、その不具合発生を報知する手段を設けてなることを特徴としたパチンコ遊技機。

【請求項2】 不具合発生をスピーカから報知音あるいは音声により報知するようにした請求項1に記載のパチンコ遊技機。

【請求項3】 報知時間を限定するタイマーを設けた請求項2に記載のパチンコ遊技機。

【請求項4】 遊技盤に設けられた図柄変動表示器に不具合発生が表示されるようにした請求項1〜3のいずれかに記載のパチンコ遊技機。

【請求項5】 不具合解消またはリセットボタンを操作してから所定時間経過後に遊技状態を再開させるタイマーを設けてなる請求項1〜4のいずれかに記載のパチンコ遊技機。

【発明の詳細な説明】

【0001】

【発明の属する技術分野】 本発明は、所定の確率で当たりが発生すると電動開閉入賞装置が継続的に開くように構成されたパチンコ遊技機に関するものである。

【0002】

【従来の技術】 パチンコ遊技機は従来から多様な入賞装置が設けられている。例えば「デンパシ」と称されるいわゆる第1種パチンコ遊技機は、周知のように、遊技盤に設けられた始動入賞口に打球が入ることによりカラー液晶ディスプレイ、CRT等の図柄変動表示器が変動表示し、その停止図柄が所定の確率で偶然性をもって「777」等の所定の当たり図柄となった場合に、当たり状態となり大入賞口、即ち電動開閉入賞装置の開閉扉が開かれるようにしている。

【0003】 そして開成状態となった大入賞口に、打球が所定個数（通常は10個）入庫するか、または開成状態で所定時間（通常は30秒）経過すると、該大入賞口は一旦は閉しるが、該大入賞口内に設けられている継続入賞口（Vゾーンと称される）に打球が入賞していた場合にはすぐにまた該大入賞口が開かれ、以降も継続入賞口に打球が入賞したことを条件として所定回数（例えば最高16回まで）該大入賞口が開かれるようにしている。こうして当たり状態の期間中は大入賞口、即ち電動開閉入賞装置の開閉扉が所定回数を限度として継続的

に開かれることにより打球が極めて入り易い状況となり多数の景品球を獲得できて遊技客に多くの利益がもたらされるように構成されている。

【0004】 一方、「ヒコキ」と称されるいわゆる第2種パチンコ遊技機は、基本的構造として、遊技盤の中央に一對の可変翼が大口の両側に設けられてなる電動開閉入賞装置が設けられ、始動入賞口に打球が入賞すると、ソレノイドが作動して前記可変翼が1回ないし2回大きく開閉し、遊技盤面を流下する打球がこの可変翼で捕足され該大口に入り易くなるように構成されている。そして該大口内にはさらにVゾーンと称される継続入賞口が設けられ、該大口に入賞した打球がさらにこの継続入賞口に入賞した場合は、いわゆる当たりとなり上記可変翼がさらに18回継続的に開閉しさらに多数の打球が入賞し易くなるように構成されている。従ってこの可変翼の開閉動作中にまた継続入賞口に打球が入賞することにより、多数の景品球が一時に得られるようにしている。

【0005】

【発明が解決しようとする課題】 ところで上記のように当たり状態がもたらされるように構成されたパチンコ遊技機では、その当たり期間中に、賞球払出装置や賞球処理装置、あるいは賞球誘導槽における詰まりの発生、あるいは打球発射装置が故障して遊技盤面に打球を発射できないような不具合が生じた場合でも、従来ではそのような不具合の発生と関係なくその当たり遊技状態が進行してしまい、不具合が容易に解消できない場合は、十分に賞球が得られないまま当たりが終わってしまうことがあった。このため遊技客の期待がはずれ、遊技客にとっては著しく不利益となり、それらもとでパチンコ店とトラブルを起こすようなことも多くあった。

【0006】

【課題を解決するための手段】 本発明はパチンコ遊技機における上記のような当たり期間中の故障等の不具合発生に伴うトラブルを防止しようとするもので、遊技盤上に設けられた始動入賞口に打球が入賞すると遊技制御回路基板の制御により所定の確率で当たりが発生し電動開閉入賞装置がその当たり期間中継続的に開かれるようにしたパチンコ遊技機において、賞球払出装置、賞球処理装置、賞球誘導槽等から常に作動状況の応答信号を受信してその応答信号により故障等の不具合を判別しその不具合の状況を数字表示するコントロールパネルを備え、該コントロールパネルからの不具合発生検出信号により前記遊技制御回路基板の遊技状態を現況に保持して中断させるとともに、その不具合発生を報知する手段を設けてなることを特徴としたことを特徴とする。また、本発明は上記パチンコ遊技機において、不具合発生をスピーカから報知音あるいは音声により報知するようにしたことを特徴とする。また、本発明は上記パ

チンコ遊技機において、報知時間を限定するタイマーを設けたことを特徴とする。また、本発明は上記パチンコ遊技機において、遊技盤に設けられた図柄変動表示器に不具合発生が表示されるようにしたことを特徴とする。また、本発明は上記パチンコ遊技機において、不具合解消またはリセットボタンを操作してから所定時間経過後に遊技状態を再開させるタイマーを設けてなることを特徴とする。

【0007】

【発明の実施の形態】次に図面に従い本発明の実施の形態をいわゆる第1種パチンコ遊技機について説明する。図1にその正面図を示し、図中、1は景品球受用の上皿、2は下皿、3は打球発射ハンドル、4はスピーカ、5は遊技盤、6は前面枠、7は遊技盤5上に設けられた液晶ディスプレイからなる図柄変動表示器、8は通過ゲート、9は始動入賞口、10は電動開閉入賞装置である。

【0008】電動開閉入賞装置10の詳細は図2～図5に示し、図2はその表面の斜視図、図3は真面図、図4はそのA-A線断面図、図5はB-B線断面図である。図中11は取付基板、12は該取付基板11の中央に開設された長方形状の大口14、13は該大口12の下縁部に設けられた軸受14、14により前方に開閉可能に枢支された開閉扉、15は該開閉扉を開閉動作させるため取付基板11の裏面に設けられたソレノイドで、16、17、18は該ソレノイドのスピンドルの進退動を開閉扉13に伝達する鉤状部材とピンと後方延片である。

【0009】20は該大口12内に仕切19、19によって区画することにより形成されたVゾーン即ち継続入賞口、21は該継続入賞口20に入球した遊技球を検出するために設けられた継続入賞口スイッチである。なお26は該継続入賞口20の両側に開口する入賞口である。また、該大口12の後壁22に軸受23を設け該軸受に支軸24を回転自在に支持し開閉片25を継続入賞口20上に支持している。27は該開閉片25を支軸24を支点として揺動させ継続入賞口20を開閉させるソレノイドで、ソレノイド27のスピンドルに設けられた作動片28に係合口30を形成し開閉片25の後側に突設されたピン29を係合させている。なお31は作動片28に軸受23との衝突を避けるため開設された長穴である。このため作動片28が進出しているときは継続入賞口20は該開閉片25により閉じられ、作動片28が後退すると該開閉片25は一方にずれて該継続入賞口20が開かれる。なお、32は後壁22に突設されたドーム形の球ガイドで、大口132の中央に入賞した一箇の遊技球がこの球ガイド32に案内され閉止状態にある開閉片25の間に停留し得るようにしている。

【0010】また図8にパチンコ遊技機の裏側を示す。

同図中、40は賞球払出装置、41は入賞球処理装置、42は賞球タンク、43は賞球誘導樋、44は打球発射装置、45はコントロールパネルで、該コントロールパネル45は、該賞球払出装置40、入賞球処理装置41、賞球タンク42、賞球誘導樋43、打球発射装置44等から常に応答信号を受信して、その信号の有無により、球詰まり或いは故障等の不具合を7セグ表示器46に数字により表示する。ちなみに、「0」は正常状態、「3」は賞球払出装置40の球詰まり、「4」は入賞球処理装置41の作動不良、「5」は賞球誘導樋43の球詰まり、「6」打球発射装置44の故障等である。47は該表示器46に隣接して設けられたリセットボタンを示す。49は図柄変動表示器7の裏側カバー、50は図柄変動表示器7、および電動開閉入賞装置10等を作動させる遊技制御回路基板である。

【0011】遊技制御回路基板50は、図7にブロック図を示したように、大当たり発生手段、遊技態様制御手段、入賞球有無判定制御手段、入賞球計数手段を具備し、これらは遊技盤5の始動入賞口9に設けられた始動入賞口スイッチ51、継続入賞口20に設けられた継続入賞口スイッチ21、および入賞口26内に設けられたカウントスイッチ33からそれぞれ遊技球入賞信号を受ける。また該遊技態様制御手段には、前記図柄変動表示器7を作動させる遊技態様表示動作制御手段と、スピーカ4を作動させる効果音発生手段、不具合発生報知音発生手段と、前記ソレノイド25、27を駆動するための駆動制御手段が設けられている。なおこの不具合発生報知音発生手段および駆動制御手段と遊技態様制御手段との間にそれぞれタイマー1、タイマー2が介在している。

【0012】また、前記コントロールパネル45は、不具合発生検出手段と不具合解消検出手段が設けられていて、これから遊技制御回路基板50の遊技態様制御手段にそれぞれ不具合発生信号および不具合解消信号がそれぞれ伝達されるようにしている。

【0013】このパチンコ遊技機では、始動入賞口9に打球が入賞すると始動入賞口スイッチ51により検知され、遊技制御回路基板のを大当たり発生手段を作動させその乱数カウンタの作動により一定の確率で大当たりが発生させる。そして、遊技態様表示動作制御手段を介して図柄変動表示器7に3桁の数字、記号等を変動表示させ所定時間後にその変動を停止させ、大当たりが発生した場合「777」等の所定図柄を表示し、効果音発生手段を介してスピーカ4に効果音を発生させるとともに、駆動制御手段を介してソレノイド15、27を作動させ大口12、継続入賞口20を開かせる。そして開成状態となった大口12に打球が10個入球するかまたは閉成状態で30秒経過すると該大口12は一旦は閉じるが、継続入賞口20に打球が入賞していた場合には必ずやにまた該大口12が開かれ、以降も継続入賞口20に打

球が入賞したことを条件として最高16回まで該大入賞口が開かれ、こうした大当たり状態の期間中に遊技客は多数の景品球を獲得できる。

【0014】次に図8のフローチャートに従い本発明のバチンコ遊技機の作動を説明する。大当たりが発生しステップaからステップb、cに移行すると、その大当たり状態が終了するまで常にステップdにてコントロールパネル45の不具合発生検出手段から不具合発生信号が受信されるかどうか監視される。そして、不具合発生信号が受信された場合、ステップe、f、gが実行され、遊技制御回路基板の遊技態様制御手段はその遊技状態を現況に保持しその大当たり状態を中断させる。そして図柄変動表示器7にその不具合の状態を例えば「機械の故障で、大当たりは保留されます。係員をお呼びください。」のよう案内表示するとともに、ステップh、i、j、kに示したように前記タイマー1を作動させスピーカ4より不具合発生の報知音あるいはメッセージによって数秒時間において報知し音声出力を停止させる。

【0015】そこで係員により該バチンコ遊技機の前面枠6が開かれ、不具合の原因となった部分を点検、修理され、ステップl、mにてその不具合が解消したことが確認され、リセットボタン47が復帰操作がされると、ステップn、o、pにてタイマー2が作動開始し、前面枠6を元の遊技可能な状態に戻すのに必要な所定時間(10秒程)が経過した後にステップqに至りコントロールパネル45からの不具合解消信号により遊技制御回路基板50の遊技態様制御手段に中断していた大当たり遊技状態を再開させる。

【0016】このため、遊技客は大当たり状態中の不具合が発生した時点に遡って遊技を再開することができ、大当たりのもたらす有利な特典を享受することができ、

【0017】なお、この実施形態は第1種バチンコ遊技機について説明したが、「セコキ」と称される第2種バチンコ遊技機、あるいはその他の形態で大当たりが発生するように構成した公知のバチンコ遊技機にも適用できる。

【0018】

【発明の効果】このように本発明は、大当たりが発生するバチンコ遊技機において、賞球払出装置、入賞球処理装置、賞球誘導機等から常に作動状況の応答信号を受信

してその応答信号により故障等の不具合を判別しその不具合の状況を数字表示するコントロールパネルを備え、該コントロールパネルからの不具合発生検出信号により前記遊技制御回路基板の遊技状態を現況に保持して中断させるとともに、その不具合発生を報知する手段を設けてなるので、大当たり状態であるときに故障等で不具合が発生しても、その不具合の解消後は大当たり状態に復帰され、遊技客にとって不利益なことがなくなり、そのことが原因でバチンコ店とトラブルを起こすこともなくなるなど有益な効果がある。

【図面の簡単な説明】

【図1】本発明に係るバチンコ遊技機の正面図。

【図2】本発明に係るバチンコ遊技機の電動開閉入賞装置の斜視図。

【図3】本発明に係るバチンコ遊技機の電動開閉入賞装置の裏面図。

【図4】図3のA-A線断面図。

【図5】図3のB-B線断面図。

【図6】本発明に係るバチンコ遊技機の裏面図。

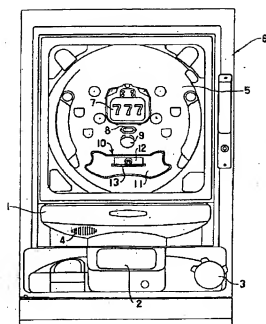
【図7】本発明に係るバチンコ遊技機のブロック図。

【図8】本発明に係るバチンコ遊技機のフローチャート。

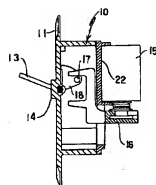
【符号の説明】

4	スピーカ
5	遊技盤
7	図柄変動表示器
9	始動入賞口
10	電動開閉入賞装置
13	開閉扉
20	継続入賞口
21	継続入賞口スイッチ
40	賞球払出装置
41	入賞球処理装置
42	賞球タンク
43	賞球誘導機
44	打球発射装置
45	コントロールパネル
46	7セグ表示器
47	リセットボタン
50	遊技制御回路基板
51	始動入賞口スイッチ

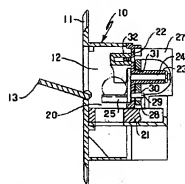
【図1】



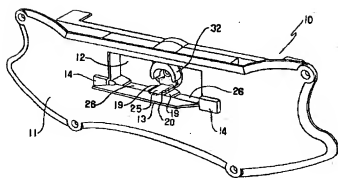
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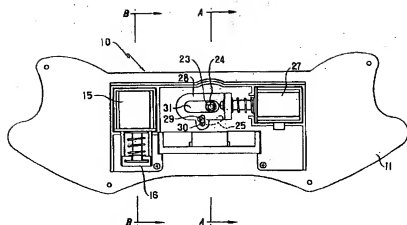
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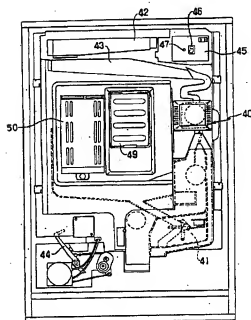
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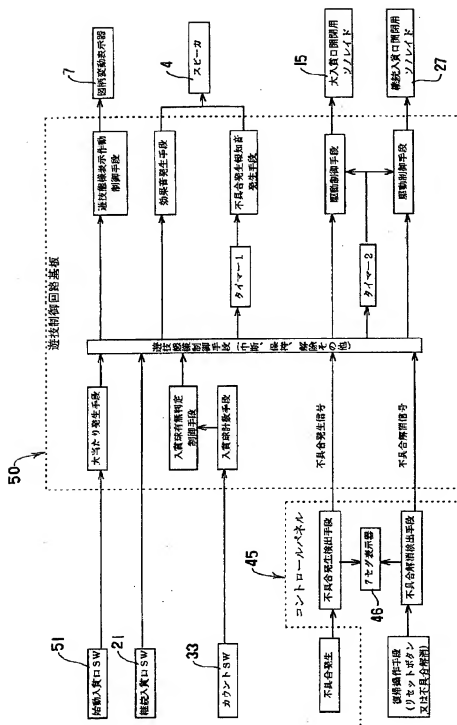
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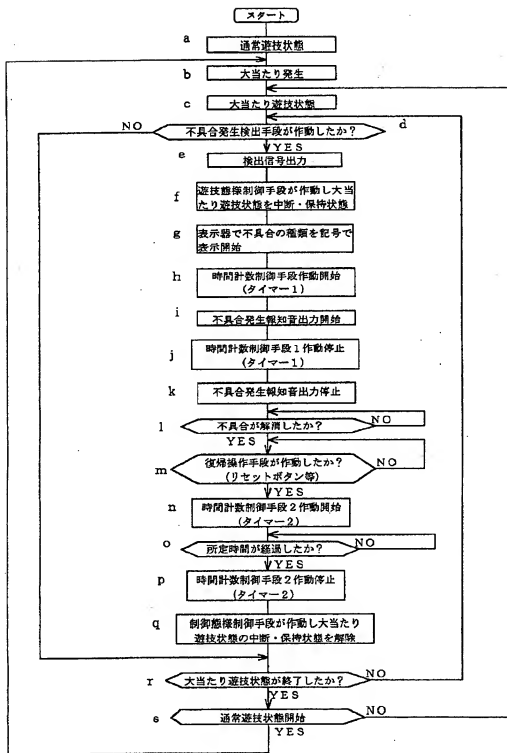
【図6】



【図7】



【図8】



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Bibliography

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A63F 7/02 304 D
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[Request for Examination] Tamotsu
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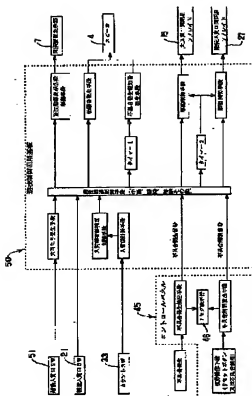
Summary

(57) [Abstract]

[Technical problem] While being in the great success state, even if faults, such as an equipment failure, occurred, after fault is canceled, it enables it to return to a great success state, and is made not to make a game person produce disadvantageous profit in the pachinko game machine with which a great success state is brought about.

[Means for Solution] If a hit ball wins a prize of the starting winning-a-prize mouth 9 prepared on the game board 5, it is control of the game control circuit substrate 50. In the pachinko game machine with which great success occurs in predetermined probability, and electric opening-and-closing winning-a-prize equipment 10 was continuously opened during [the] the great success It has awarded-balls expenditure equipment 40, the winning-a-prize sphere processor 41, and the control panel 45 that has always received the reply signal of an operation situation from the awarded-balls guide 43 grade, distinguishes faults, such as failure, by the reply signal, and carries out digital display of the situation of the fault. While holding the game state of the aforementioned game control circuit substrate in present condition by the fault generating detecting signal from this control panel and making it interrupted, a means to report the fault generating is established.

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CLAIMS

[Claim(s)]

[Claim 1] In the pachinko game machine with which great success occurs in predetermined probability by control of a game control circuit substrate, and electric opening-and-closing winning-a-prize equipment was continuously opened during [the] the great success when the hit ball won a prize of the starting winning-a-prize mouth prepared on the game board It has the control panel which has always received the reply signal of an operation situation from awarded-balls expenditure

equipment, the winning-a-prize sphere processor, the awarded-balls guide, etc., distinguishes faults, such as failure, by the reply signal, and carries out digital display of the situation of the fault. The pachinko game machine which established a means to report the fault generating and was characterized by the bird clapper while holding the game state of the aforementioned game control circuit substrate in present condition by the fault generating detecting signal from this control panel and making it interrupted.

[Claim 2] The pachinko game machine according to claim 1 which reported fault generating with information sound or voice from the loudspeaker.

[Claim 3] The pachinko game machine according to claim 2 which formed the timer which limits information time.

[Claim 4] The pachinko game machine according to claim 1 to 3 with which fault generating was displayed on the pattern change drop formed in the game board.

[Claim 5] The pachinko game machine according to claim 1 to 4 which comes to prepare the timer which makes a game state resume after predetermined-time progress after operating a fault dissolution or a reset button.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] this invention relates to the pachinko game machine constituted so that electric opening-and-closing winning-a-prize equipment might open continuously, when great success occurs in predetermined probability.

[0002]

[Description of the Prior Art] Various winning-a-prize equipments are formed in the pachinko game machine from the former. For example, the so-called 1st sort pachinko game machine called "DESHIPACHI" When a hit ball goes into the starting

winning-a-prize mouth prepared in the game board as everyone knows, pattern change drops, such as an electrochromatic display and CRT, indicate by change. When the halt pattern turns into predetermined great success patterns, such as "777", with a contingency by predetermined probability, it will be in a great success state and the large winning-a-prize mouth, i.e., the opening-and-closing door of electric opening-and-closing winning-a-prize equipment, is made to open. [0003] And if a hit ball carries out a predetermined number (usually ten pieces) ON sphere to the large winning-a-prize mouth which changed into the Kaisei state or predetermined-time (usually 30 seconds) progress is carried out in the state of Kaisei, although 1 ** will close this large winning-a-prize mouth When the hit ball has won a prize of the continuation winning-a-prize mouth (called V zone) prepared in this large winning-a-prize mouth, this large winning-a-prize mouth is opened immediately again, and the number-of-times of predetermined this large winning-a-prize mouth is made to open henceforth in a maximum of 16 times the condition [the hit ball having won a prize of a continuation winning-a-prize mouth]. In this way, during the period of a great success state, by opening continuously a large winning-a-prize mouth, i.e., the opening-and-closing door of electric opening-and-closing winning-a-prize equipment, considering the number of times of predetermined as a limit, it is constituted so that it may become the situation that a hit ball tends [very] to enter, many premium spheres can be gained and many profits may be brought to a game visitor.

[0004] On the other hand, the so-called 2nd sort pachinko game machine called "HIKOKI" If the electric opening-and-closing winning-a-prize equipment with which it comes to prepare the variable wing of a couple in the both sides of a large winning-a-prize mouth is formed in the center of the game board as fundamental structure and a hit ball wins a prize of a starting winning-a-prize mouth A solenoid operates, and it is supplemented with the aforementioned variable wing with this variable wing, and 1 time or the hit ball which opens and closes greatly twice and flows down the game face of a board is constituted for it so that it may be easy to go into this large winning-a-prize mouth and may become. And it becomes the so-called great success, and the above-mentioned variable wing opens and closes continuously about further 18 times, and in this large winning-a-prize mouth, the continuation winning-a-prize mouth further called V zone is prepared, and when the hit ball which won a prize of this large winning-a-prize mouth wins further a prize of this continuation winning-a-prize mouth, it is constituted so that many hit balls may tend to win a prize and may become further. Therefore, when a hit ball wins a prize of a continuation winning-a-prize mouth into the switching action of this variable wing again, many premium spheres are made to be obtained at a stretch.

[0005]

[Problem(s) to be Solved by the Invention] by the way, in the pachinko game machine constituted so that a great success state might be brought about as mentioned above Generating of sphere plugging [in / awarded-balls expenditure

equipment, a winning-a-prize sphere processor or an awarded-balls guide / to during the great success period], or even when the fault which a hit ball launcher breaks down and cannot discharge a game sphere to the game face of a board arises When the great success game state advanced regardless of generating of such fault and fault was not able to be solved easily, while awarded balls had not fully been obtained by it, great success might finish it as the former. For this reason, expectation of a game visitor separated, it became it is remarkable and disadvantageous for the game visitor, and it sometimes caused the pachinko parlor and the trouble mostly by the basis.

[0006]

[Means for Solving the Problem] this invention is what is going to prevent the trouble accompanying fault generating of the failure during the above great success periods in a pachinko game machine etc. In the pachinko game machine with which great success occurs in predetermined probability by control of a game control circuit substrate, and electric opening-and-closing winning-a-prize equipment was continuously opened during [the] the great success when the hit ball won a prize of the starting winning-a-prize mouth prepared on the game board It has the control panel which has always received the reply signal of an operation situation from awarded-balls expenditure equipment, the winning-a-prize sphere processor, the awarded-balls guide, etc., distinguishes faults, such as failure, by the reply signal, and carries out digital display of the situation of the fault. While holding the game state of the aforementioned game control circuit substrate in present condition by the fault generating detecting signal from this control panel and making it interrupted, it is characterized by having established a means to report the fault generating and being characterized by the bird clapper. Moreover, this invention is characterized by information sound or voice reporting fault generating from a loudspeaker in the above-mentioned pachinko game machine. Moreover, this invention is characterized by forming the timer which limits information time in the above-mentioned pachinko game machine. Moreover, this invention is characterized by displaying fault generating on the pattern change drop formed in the game board in the above-mentioned pachinko game machine. Moreover, in the above-mentioned pachinko game machine, after this invention operates a fault dissolution or a reset button, after predetermined-time progress, it forms the timer which makes a game state resume, and is characterized by the bird clapper.

[0007]

[Embodiments of the Invention] Next, according to a drawing, the gestalt of operation of this invention is explained about the so-called 1st sort pachinko game machine. As for the passage gate and 9, the pattern change drop with which the front view is shown in drawing 1 , and the inside of drawing, the upper pan for premium **** in one, and 2 consist of a liquid crystal display by which the game board and 6 were prepared in the front frame, and 7 was prepared [a lower pan and 3 / a hit ball discharge handle and 4] for a loudspeaker and 5 on this game board 5,

and 8 are [a starting winning-a-prize mouth and 10] electric opening-and-closing winning-a-prize equipment.

[0008] The detail of electric opening-and-closing winning-a-prize equipment 10 is shown in drawing 2 - drawing 5 , and, for drawing 2 , the perspective diagram of the front face and drawing 3 are [the A-A line cross section and drawing 5 of a rear-face view and drawing 4] B-B line cross sections. The rectangle-like large winning-a-prize mouth with which 11 in drawing was established by the attachment substrate and 12 was established in the center of this attachment substrate 11, It is the solenoid prepared in the background of the attachment substrate 11 in order for the opening-and-closing door ahead supported pivotably possible [opening and closing] by the bearing 14 and 14 by which 13 was prepared in the margo-inferior section of this large winning-a-prize mouth 12, and 15 to carry out the opening-and-closing operation of this opening-and-closing door. 16, 17, and 18 are the hook material, the pins, and the pieces of a back total which transmit the forward/backward moving of the spindle of this solenoid to the opening-and-closing door 13.

[0009] V zone, i.e., a continuation winning-a-prize mouth, formed by dividing 20 by batches 19 and 19 in this large winning-a-prize mouth 12 and 21 are the continuation winning-a-prize mouth switches formed in order to detect the game sphere which carried out the ON sphere to this continuation winning-a-prize mouth 20. In addition, 26 is a winning-a-prize mouth which carries out opening to the both sides of this continuation winning-a-prize mouth 20. Moreover, bearing 23 is formed in the posterior wall of stomach 22 of this large winning-a-prize mouth 12, it supports free [rotation of a pivot 24] to this bearing, and the piece 25 of opening and closing is supported on the continuation winning-a-prize mouth 20. the piece 28 of an operation which 27 is the solenoid which a pivot 24 is used [solenoid] as the supporting point, makes right and left rock this piece 25 of opening and closing, and makes the continuation winning-a-prize mouth 20 open and close, and was prepared in the spindle of a solenoid 27 -- engagement -- the pin 29 which formed the hole 30 and protruded on the posterior of the piece 25 of opening and closing is made engaged In addition, 31 is the slot established in order to avoid the collision with bearing 23 to the piece 28 of an operation. For this reason, when the piece 28 of an operation has marched out, if the continuation winning-a-prize mouth 20 is closed by this piece 25 of opening and closing and the piece 28 of an operation retreats, this piece 25 of opening and closing will shift to one side, and this continuation winning-a-prize mouth 20 will be opened. In addition, it is made to stay 32 on the piece 25 of opening and closing which the game sphere of the piece which is the sphere guide of the dome shape which protruded on the posterior wall of stomach 22, and won a prize in the center of the large winning-a-prize mouth 12 is guided at this sphere guide 32, and has it in a stoppage state.

[0010] Moreover, the background of a pachinko game machine is shown in drawing 6 . For a winning-a-prize sphere processor and 42, as for an awarded-balls guide and 44, an awarded-balls tank and 43 are [40 / awarded-balls expenditure equipment

and 41 / a hit ball launcher and 45] control panels among this drawing. this control panel 45 The reply signal is always received from this awarded-balls expenditure equipment 40, the winning-a-prize sphere processor 41, the awarded-balls tank 42, the awarded-balls guide 43, and the hit ball launcher 44 grade, and faults, such as sphere plugging or failure, are displayed on 7 SEGU drop 46 in a number the existence of the signal. Incidentally, for "0", as for sphere plugging of awarded-balls expenditure equipment 40, and "4", a normal state and "3" are [the poor operation of the winning-a-prize sphere processor 41 and "5"] failures of sphere plugging of the awarded-balls guide 43 and "6" hit-ball launcher 44 etc. 47 shows the reset button which adjoined this drop 46 and was formed. It is the game control circuit substrate to which 49 operates background covering of the pattern change drop 7, and 50 operates the pattern change drop 7 and electric opening-and-closing winning-a-prize equipment 10 grade.

[0011] the game control circuit substrate 50 showed the block diagram to drawing 7 -- as -- a great success generating means, game mode control means, winning-a-prize sphere existence judging control means, and a winning-a-prize sphere -- counting -- a means provides and these receive a game sphere winning-a-prize signal, respectively from the starting winning-a-prize mouth switch 51 formed in the starting winning-a-prize mouth 9 of the game board 5, the continuation winning-a-prize mouth switch 21 which were formed in a continuation winning-a-prize mouth 20, and the count switch 33 which were formed in a winning-a-prize mouth 26 Moreover, the game mode display operation control means which operate the aforementioned pattern change drop 7, the sound effect generating means and the fault generating information sound generating means of operating a loudspeaker 4, and the drive control means for driving the aforementioned solenoids 25 and 27 are prepared in these game mode control means. In addition, the timer 1 and the timer 2 intervene, respectively between this fault generating information sound generating means and drive control means, and game mode control means.

[0012] Moreover, the fault generating detection means and the fault dissolution detection means are established, and the fault generating signal and the fault dissolution signal are made, as for the aforementioned control panel 45, to be transmitted to the game mode control means of the game control circuit substrate 50 from these, respectively.

[0013] In this pachinko game machine, if a hit ball wins a prize of the starting winning-a-prize mouth 9, it will be detected by the starting winning-a-prize mouth switch 51, and a great success generating means is operated and great success generating of the game control circuit substrate's is carried out by the operation of the random number counter at fixed probability. And when the pattern change drop 7 is made to indicate three digits, the sign, etc. by change through game mode display operation control means, the change is stopped after a predetermined time and great success occurs, while displaying predetermined patterns, such as "777", and making a loudspeaker 4 utter a sound effect through a sound effect generating

means, solenoids 15 and 27 are operated through drive control means, and the large winning-a-prize mouth 12 and the continuation winning-a-prize mouth 20 are made to open. And although 1 ** will close this large winning-a-prize mouth if a hit ball carries out a ten-piece ON sphere to the large winning-a-prize mouth which changed into the Kaisei state or 30 seconds pass in the state of Kaisei When the hit ball has won a prize of the continuation winning-a-prize mouth 20, this large winning-a-prize mouth is opened immediately again, this large winning-a-prize mouth is opened a maximum of 16 times a condition [the hit ball having won a prize of the continuation winning-a-prize mouth 20], and, as for a game visitor, henceforth can gain many premium spheres during such a great success state.

[0014] Next, according to the flow chart of drawing 8 , the operation of the pachinko game machine of this invention is explained. If great success occurs and it shifts to Steps b and c from Step a, it will be supervised whether a fault generating signal is always received from the fault generating detection means of a control panel 45 at Step d until the great success state is completed. And when a fault generating signal is received, Steps e, f, and g are performed, and the game mode control means of a game control circuit substrate hold the game state in present condition, and interrupt the great success state. And while carrying out the annunciator of the situation of the fault to the pattern change drop 7 like "the great success which is failure of a machine should call the official in charge suspended", as shown in Steps h, i, j, and k, the aforementioned timer 1 is operated, the information sound or the message of fault generating reports over several 10 seconds from a loudspeaker 4, and a voice output is stopped.

[0015] Then, the front frame 6 of this pachinko game machine is opened by the official in charge, check and fix the portion leading to fault and it is checked that the fault has been solved at Steps l and m, and if return operation is carried out, a reset button 47 A timer 2 carries out an operation start at Steps n, o, and p. After a predetermined time required to return the front frame 6 to the state in which the original game is possible passes (about 10 seconds), the great success game state which resulted in Step q and had been interrupted to the game mode control means of the game control circuit substrate 50 with the fault dissolution signal from a control panel 45 is made to resume.

[0016] For this reason, a game visitor can go back, when the fault in a great success state occurs, he can resume a game, and can enjoy the advantageous privilege which great success brings about.

[0017] In addition, although this operation gestalt explained the 1st sort pachinko game machine, it is applicable also to the 2nd sort pachinko game machine called "HIKOKI" or the well-known pachinko game machine constituted so that great success might occur with other gestalten.

[0018]

[Effect of the Invention] Thus, this invention is set to the pachinko game machine which great success generates. It has the control panel which has always received

the reply signal of an operation situation from awarded-balls expenditure equipment, the winning-a-prize sphere processor, the awarded-balls guide, etc., distinguishes faults, such as failure, by the reply signal, and carries out digital display of the situation of the fault. While holding the game state of the aforementioned game control circuit substrate in present condition by the fault generating detecting signal from this control panel and making it interrupted Even if fault occurs in failure etc. when it is in a great success state since it comes to prepare a means to report the fault generating After the dissolution of the fault returns to a great success state, and it is lost that it is disadvantageous for a game visitor of it, and it has useful effects, such as becoming without that causing a pachinko parlor and a trouble owing to.

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DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

- [Drawing 1] Front view of the pachinko game machine concerning this invention.
- [Drawing 2] The perspective diagram of the electric opening-and-closing winning-a-prize equipment of the pachinko game machine concerning this invention.
- [Drawing 3] The rear-face view of the electric opening-and-closing winning-a-prize equipment of the pachinko game machine concerning this invention.
- [Drawing 4] The A-A line cross section of drawing 3 .
- [Drawing 5] The B-B line cross section of drawing 3 .
- [Drawing 6] The rear-face view of the pachinko game machine concerning this invention.
- [Drawing 7] The block diagram of the pachinko game machine concerning this invention.
- [Drawing 8] The flow chart of the pachinko game machine concerning this invention.
- [Description of Notations]
- 4 Loudspeaker

5 Game Board
7 Pattern Change Drop
9 Starting Winning-a-Prize Mouth
10 Electric Opening-and-Closing Winning-a-Prize Equipment
13 Opening-and-Closing Door
20 Continuation Winning-a-Prize Mouth
21 Continuation Winning-a-Prize Mouth Switch
40 Awarded-Balls Expenditure Equipment
41 Winning-a-Prize Sphere Processor
42 Awarded-Balls Tank
43 Awarded-Balls Guide
44 Hit Ball Launcher
45 Control Panel
46 7 SEGU Drop
47 Reset Button
50 Game Control Circuit Substrate
51 Starting Winning-a-Prize Mouth Switch

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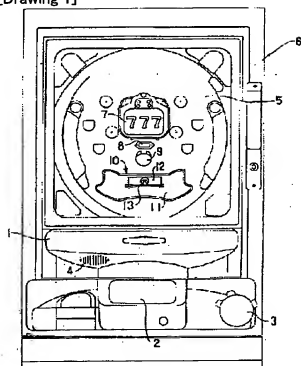
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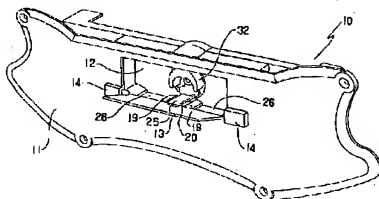
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DRAWINGS

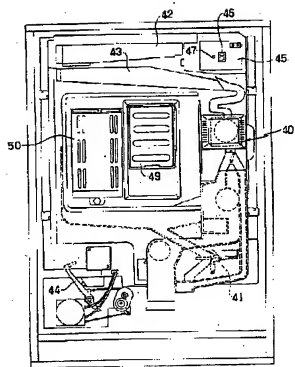
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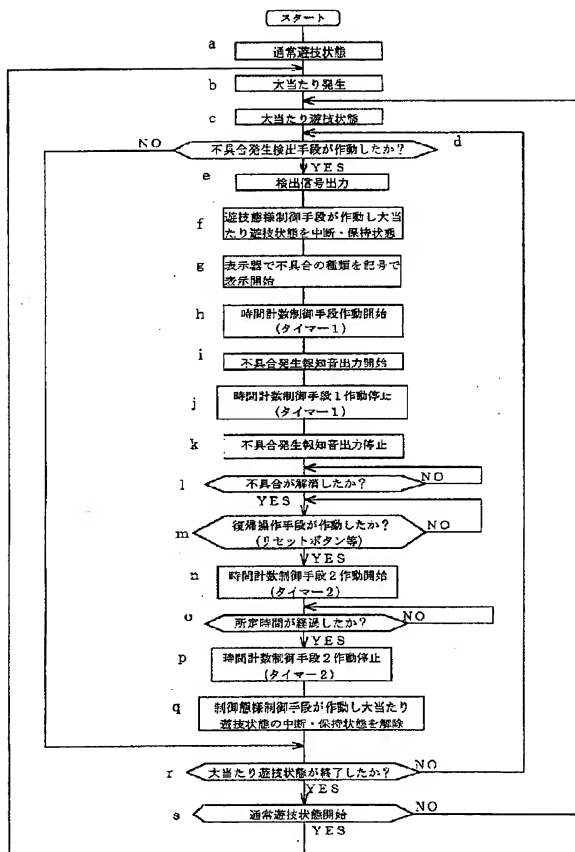
[Drawing 2]



[Drawing 4]



[Drawing 7]



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